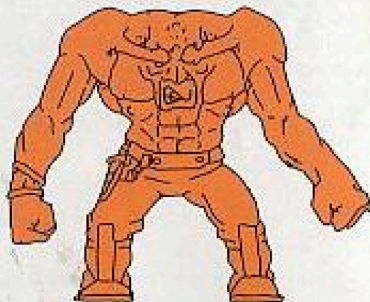


*Have fun with your FREE exclusive
Monster from your friends at Konami.*



Konami is a registered trademark of Konami Co., Ltd.
MONSTER IN MY POCKET™ logo and all character design are owned by and used
under license from Morrison Entertainment Group, Inc.
© 1992 Morrison Entertainment Group, Inc.
© 1992 Konami, Inc. All Rights Reserved.

Konami, Inc.* 900 Deerfield Parkway Buffalo Grove, IL 60089-4510
Game Counselor Line: (708) 215-5111

Nintendo

ENTERTAINMENT SYSTEM

HOW TO PLAY

NES-IP-USA

PLAY
MONSTER
IN MY POCKET



Nintendo ENTERTAINMENT SYSTEM

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranties of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, misapplication, use, misplacement or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages to the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

ADVISORY - READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kind of television pictures or playing certain video games. Persons who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or disorientation.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other types of repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

THIS GAME IS LICENSED BY



Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.

Konami, Inc.
500 Deerfield Parkway
Buffalo Grove, IL 60089-4510
(708) 215-5111



THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS SEVERED THIS PRODUCT AND THAT IT HAS MET OUR STANDARDS FOR EXCELLENCE IN WORKMANSHIP, RELIABILITY AND ENTERTAINMENT VALUE. ALWAYS LOOK FOR THE SEAL WHEN BUYING GAMES AND ACCESSORIES TO INSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY NINTENDO. ONLY THOSE AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Nintendo ENTERTAINMENT SYSTEM

WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now the proud owner of *Monster in My Pocket*™ for the Nintendo Entertainment System® based on the monstrously fun series of collectable little creatures. We suggest that you read the following instructions thoroughly before stalking through this pit-size adventure.

TABLE OF CONTENTS

INTRODUCTION	4
HOW TO PLAY	5
CONTROLLING YOUR MONSTER MOVES	7
THE SCREEN/WARLOCK'S STAGES	8
THE GOOD GHOULS	11
THE BAD GHOULS	12
POINT MEISERS	13
USEFUL OBJECTS	20
TAKING CARE OF YOUR GAME	23



YOU'VE GOT A POCKETFUL OF TROUBLES, PAL.

It was midnight, a monster's favorite time of day. The base of Monster Mountain volcano was packed with throngs of creatures, phantoms and ghouls of every description. Yes, it was time again for the convention of history's greatest monsters, held once every 100 years. (They don't meet any more frequently because the good monsters and bad monsters aren't exactly on snarling terms.) The attendees were taking a soda pop break, waiting for the "How to Improve Your Scare Tactics" workshop to begin. Little did they realize that their convention was about to turn into a real blowout.

Without warning, the ground began to shake. The earth began to split. Then the volcano's mouth exploded into a cloud of fire, ash and rocks that blotted out the moonlight, casting the conventioners into total darkness. We're talking major eruption. This one made Mount St. Helens look like a five cent firecracker. When the smoke cleared, the monsters found themselves right smack in the middle of downtown Los Angeles. Not only that, but they had been transformed into tiny terrors of pocketable proportions. (Why? Who knows, that's how things happen in the mysterious realm of monsterdom.)

A group of good monsters, led by The Vampire and The Monster, scrambled for safety amidst the humongous human hazards swirling about them. They found sanctuary in the pocket of a leather jacket. Which was promptly stuffed into a gym bag by its owner Jack, the teenage "Captain of Cool." Jack grabbed his bag, jumped on his motorcycle and took home, only to discover the stubby stowaways in his coat. He agreed to let the monsters stay, and it wasn't long before they became friends. But no one knew what became of the bad monsters.

Until one night when The Vampire and The Monster were watching Monster Movie Mania Week on their Konami 27-inch Superlux color television with remote control. Suddenly, right after a commercial for Monster Chips the TV screen went haywire and there appeared the wicked Warlock, chief trouble maker and head bad monster honcho: "I'm going to release my monsters who will make mincemeat out of you and your goody-two-shoes friends," he cackled.

Well, you better do something about this, or the good ghouls will live forever under the bad ghouls rule. You can do it. After all, are you a monster or a mouse? (Actually, you're a mouse-sized monster.)

HOW TO PLAY - OR - WINNING THIS GAME WILL BE NO SMALL FEAT.

Your mission is clear: take on the role of The Vampire or The Monster, fight your way past the world's meanest little monsters and destroy Warlock. To make things interesting, each bad monster has its own special way of inflicting pain. (If you don't think you can handle it alone, get a friend to join you and play in the 2 Player Mode.)

Your adventure begins in Jack's room and takes you through a total of six giant levels crammed with big time obstacles. At the end of each level awaits a boss monster ready to tear your tiny body into even tinier bits. Along the way you'll find "oversized" objects like keys and bolts which you can pick up and hurl at oncoming enemies.

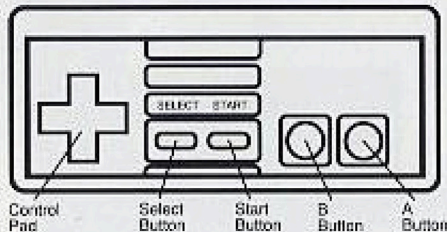
You'll start out with three monster lives. Keep an eye on your life gauge; you'll lose a life when it drains empty. However, picking up a Heart-in-A-Box will give you a power boost, so grab as many as you can. You'll get points for every monster you mash. You can also earn extra lives by running up your score: one additional life for the first 500 points, then another for every 2000 points. You'll be rewarded with bonus points when (if!) you complete a stage. Also remember that there's a special Monster Survival Mechanism built into the 2 Player Mode. When one monster is out of lives, he can take one from his partner by pressing the A BUTTON (as long as his partner has a life to spare!)

NOTE: When your monster runs out of lives, the Continue Mode will give you the option of restarting at the beginning of the stage you were last in. But you can only do that three times.

ON YOUR MARK, GET SET, GHOUL!

Insert the game into your NES™ and turn it on. Wait for the Title screen to appear. Press the SELECT BUTTON to get to the Player Select screen. Use the CONTROL PAD to pick 1 or 2 Player Mode, then press the START BUTTON to lock in your choice. Now you decide which monster you want to be. Make your selection with the SELECT BUTTON and press the START BUTTON twice to begin the game.

MONSTERS MOVE IN MYSTERIOUS WAYS



START BUTTON: Press to begin and pause game.

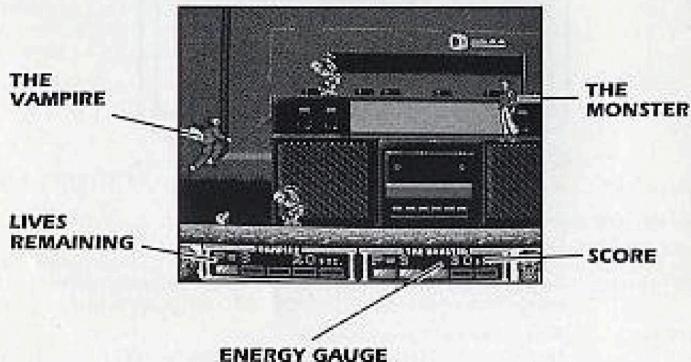
SELECT BUTTON: Press to select your monster.

CONTROL PAD: Press Left or Right to walk. Press Down to crouch.

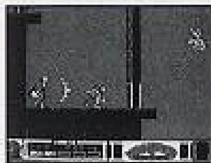
A BUTTON: Press to jump. Press again at the highest point of the jump to go even higher. Press while holding CONTROL PAD Down to descend.

B BUTTON: Press to attack or throw an object.
Press with A BUTTON to jump and attack or throw an object.
Press while holding CONTROL PAD Down to crouch and attack or throw an object.
Press while holding CONTROL PAD Down to pick up an object.

WHAT'S WHAT - THE GAME SCREEN



THE WARLOCK STAGES A SIX STAGE ATTACK



Stage 1

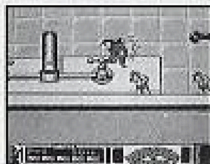
Monsters In My House

Make your way from Jack's room, downstairs, and through the living room. (Hopefully Jack's mom hasn't called the exterminator.)

Stage 2

Big Trouble In The Kitchen

What's cookin' is your goose if you don't make it up the chairs, across the counter tops, over the stove and into the freezer.



Stage 3

Crisis From Underground

Dodge the golf balls, drop down the manhole and sludge your way through the sewer.



Stage 4

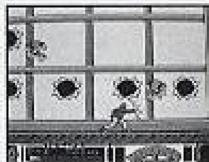
Towering Catastrophe

Danger is under heavy duty construction here as you climb the steel girders, and ride the elevator and crane.

Stage 5

Oriental Illusion

To reach the oriental palace you must first survive a bamboo garden and barbed wire fence. Either of which could turn you into chop suey.



Stage 6

Last Battle At Monster Mountain

If you actually make it here you'll encounter all the boss monsters previously defeated. Beat them all again and you'll have to fight Warlock in the final battle.

THE GOOD GHOULS



The Monster

Packs a powerful punch for such a little guy.



The Vampire

This toothy terror blasts enemies with an energy wave from his fingertips. (But he'll never get close enough to put the bite on them.)

THE BAD GHOULS



Spring Heeled Jack

Bounces around while throwing sharp knives at you.



Bigfoot

You'll instantly go into a deep freeze if his blasts of cold breath touch you.



Kraken

Keep at arm's length from this creature's tentacles.



Gremlin

Don't get beamed by the balls he throws.



Medusa

She'll give you a light, alright. A paralyzing beam of light, in fact.



Warlock

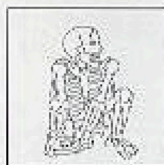
Uses his magic to fire magic lightning bolts. Shocking, isn't it?

WARLOCK'S FREAKY FRIENDS



The Beast
5 pts.

An expert knife thrower who moves quickly.



Skeleton
5 pts.

Heads will roll when you meet this guy.



Hunchback
5 pts.

Bounces around with great unpredictability.



Winged Panther
5 pts.

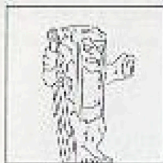
Flies in the face of danger.



Witch
5 pts.

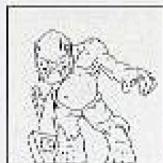
Vanishes and reappears while firing a rusty loop of light.

Nintendo ENTERTAINMENT SYSTEM



Charon
5 pts.

Also known as old man river.



Ghoul
10 pts.

He loves to give you
the axe.



Roc
10 pts.

You'll have egg on your
face with this guy.



Ogre
10 pts.

Doesn't look around,
just comes right at you.



Ghost
10 pts.

An airborne pest.



Goblin
10 pts.

Throws weapons
good enough to eat -
rock candy.



Cerberus
10 pts.

Speed is of his
essence, so get out
of his way fast.



Zombie
10 pts.

Makes a simple
straightforward attack.



Red Cap
10 pts.

No one's safe when he slides.



Chimera
10 pts.

Uses the run-and-shoot,
with the shoot being fire.



**Haniver
15 pts.**

Usually has his head buried, but pops up with a mouthful of fire.



**Baba Yaga
15 pts.**

Hops around with her feet in a kettle.



**Hobgoblin
15 pts.**

Another master of the straight-on attack.



**Harpy
15 pts.**

A triple threat with sharp talons.



**Manticore
15 pts.**

Bone up on your defense against this guy.



Kali
15 pts.

When she reaches the end of her rope, you'll get the hook.



Catoblepas
15 pts.

Look up in the sky. It's a bird. It's a plane. It's a Catoblepas! (His friends call him Cataplane just to make him feel.)



Karnak
15 pts.

A dogged pursuer of all good monsters.



Coatlicue
15 pts.

Attacks when you're not looking.



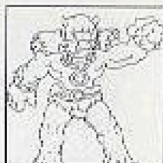
Triton
20 pts.

A true foul water friend.



Tengu
20 pts.

Jumps in front of you
and tries to punch you.



Cyclops
20 pts.

Breaks through and
attacks.



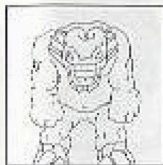
Cockatrice
20 pts.

Has fire in his eyes and
uses it when he springs.



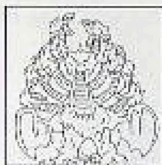
Minotaur
20 pts.

He'll charge you with
his powerful body.



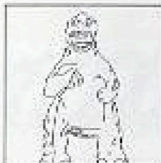
Behemoth
25 pts.

An enemy with lots of
body.



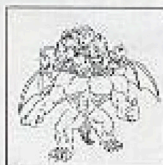
Hydra
25 pts.

You won't be laughing
when you get a whiff
of its gas.



Tyrannosaurus Rex
25 pts.

The classic fire-breathing dinosaur.



Great Beast
25 pts.

Flies with the greatest
of ease.

OBJECTS EVERY GOOD LITTLE MONSTER WANTS



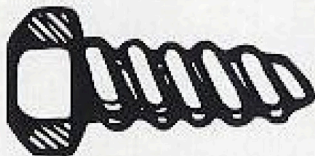
Key

Unlock the energy-erasing potential of this item by picking it up and throwing it.



Heart-In-A-Jar

Leftovers from Dr. Frankenstein's laboratory. Move over them and pump new life into yourself.



Bolt

Also good for nailing those bad monsters. Just pick it up and nuzzle the hardware.

SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.